KRYPTES

When a Spartan boy graduates from the Agoge, before taking his place in the soldier's barracks he must first prove his worth by killing one of the Spartan's slaves, the Helots. There are far more Helots in Laconia than true Spartans; in order to keep the vast Helot population subjugated and servile, once a year troublesome or independent Helots are singled out and murdered in a night of violence. Dawn arrives to find only the meek and silent slaves still living. Though all Spartans must wet their blade in such a way, there are some who excel at such work. These exceptionally stealthy or cold-blooded warriors are known as the Kryptea, the silent knives. As a group, they form a sort of secret police, in times of peace performing any grim domestic task that the Ephors would command of them, and in times of war, using their skills as scouts, spies, and assassins.

It is well known that there are many Spartan victories on the field of battle; this is without question. The Spartans would have others believe that these were all earned by their strength of arms, perfect tactics, and unshakable Spartan discipline. Yet what many do not know is that often these victories were cinched by the sudden death of the enemy commander, a vital unit mysteriously taken ill, or the inexplicable disappearance of a messenger bearing essential orders; such is the secret work of the Kryptea, whose actions ensure that Spartan dominance upon the battlefield remains unchallenged.

Restrictions

A warband may include only 1 Spartan Kryptes.

Equipment

Light Armor, 2 Hand Weapons.

Silent Deployment

In the dim pre-dawn light before the battle, the Kryptes silently creeps into position behind the enemy's line. The Kryptes model is not placed during deployment. After the first Command Phase, the Kryptes makes a Discipline Test against the opposing player's Demigod. Success means that he can be placed on any table edge, no closer than 10" from any enemy model. Failure means that the Kryptes must be placed anywhere on the enemy player's right or left table edge, no closer than 10" from any enemy model.

Elusive Target

The Kryptes is a master of silently stalking his prey, using the shadows and terrain to hide his advance. The Kryptes may hide himself behind or within a terrain feature on the battlefield to keep from being targeted and killed by enemy models. If the Kryptes is in base-contact with a prominent terrain feature (such as a column, rocky outcropping, foliage, or anything his size or larger), he may attempt to hide from all enemy models further than 5" away. The Kryptes does not need to be behind the terrain feature to hide; he may even stand against the feature, trusting to his cloak to obscure his form. Each enemy unit that attempts to gain line-of-sight with the Kryptes must make a Discipline Test against him. If the Test is failed, the unit cannot gain line-of-sight with the Kryptes, or engage the Kryptes for the duration of the turn, though they may then choose to fire at a different target if one is available. If the Test is successful, the unit has gained line-of-sight with the Kryptes for that turn only. The Test must be made at the beginning of the enemy unit's Activation Phase. Any unit that is within 5" of the Kryptes can see him as normal, without having to make the Test.

The Kryptes cannot attempt to hide if he is currently engaged in melee combat or if he has made a melee or missile attack during the turn. The Kryptes works alone; he cannot attach to a unit or chariot.



Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Kryptes	5	2	2	6	6*	5	5	8	80
Damage Modifier: 2 Hnd Wpns (DM 1,+1 Def)		Armor: Light (AR 2)					Base Size: 20mm Square		